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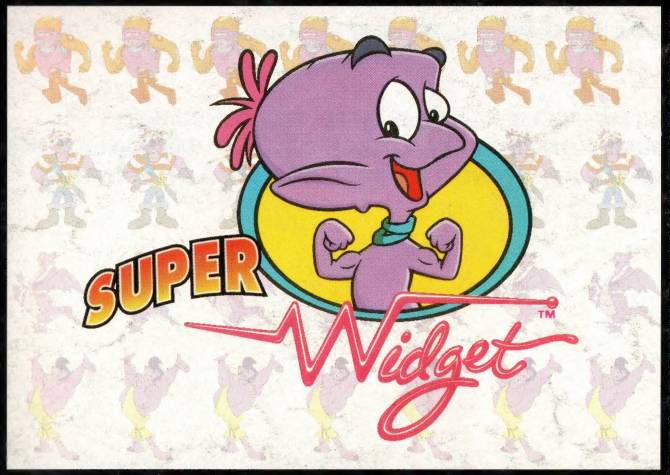

INSTRUCTION BOOKLET

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

Thank You for purchasing this Super Widget™ Game Pak from ATLUS SOFTWARE, INC. for the Super Nintendo Entertainment System. Atlus recommends that you read this manual before playing the game.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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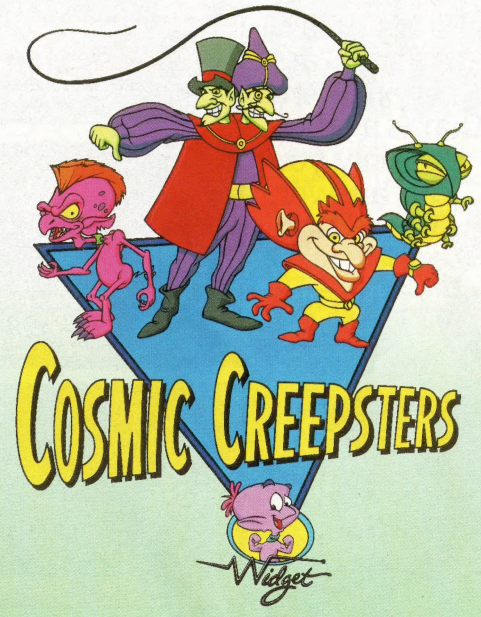
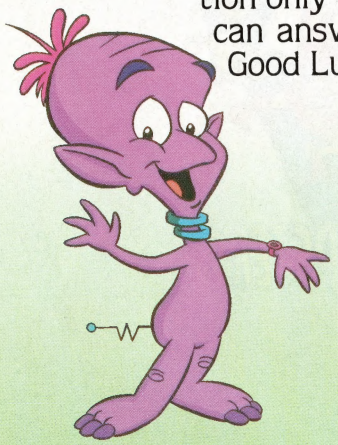
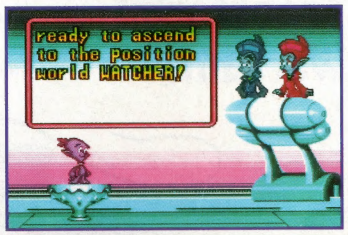
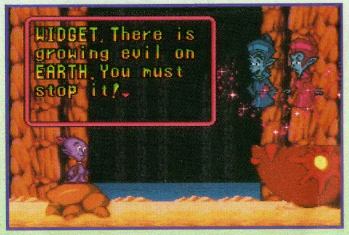


TO BE THE WORLD WATCHER!

Now that he has been an Apprentice World Watcher for a while, Widget is ready to face the challenge of becoming a First Class World Watcher! He must do this by facing some of his most trying challenges to date! His missions will take him from Earth to the outer reaches of The Galaxy! Each mission more difficult than the last! Can Widget with his side kick Mega-Brain stomp out evil and fulfill his dream of becoming a First Class World Watcher and Hero to all? That is a question only you can answer. Good Luck!

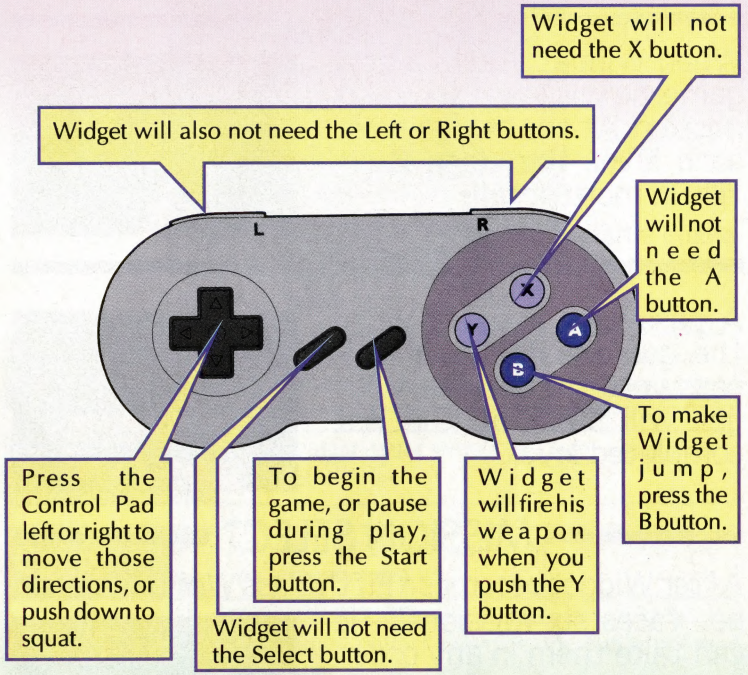






GAME CONTROLS

The buttons have different functions, depending on Widget's form. His weapons also change, which affects his fighting strategy in each situation.



Push Y to blast away!

Widget jumps over danger!

AT THE START

Place the Super Widget™ game pak in the deck and turn on the SNES. Push any button to make the Start/Select Screen appear.

NEW GAME

When Widget starts a new game, he will learn about his mission. At the beginning of each level, the Mega-Brain fills in more detail.

CONTINUE

A password appears when the game ends. Enter this password to continue. Widget will start at the last completed level.

MISSION SELECT

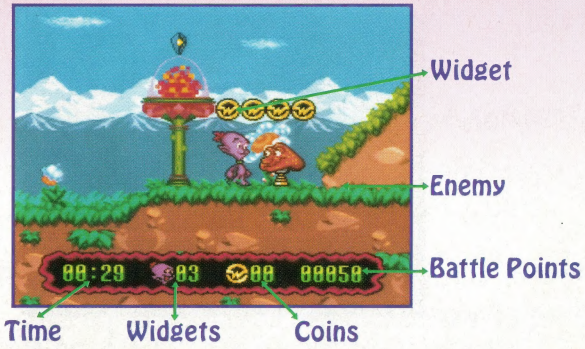
After Widget becomes a Fifth Class World Watcher, he faces six missions! He can take them in any order, but he must complete all six to become an Official First Class World Watcher!

BONUS

If no mistakes are made on stages 2, 4, 8, 10, you will be taken to special Bonus Stages!

WATCHER WINDOW

Normal



Time — This counts the time it takes you to finish a Level. If the 30:00 clock reaches 00:00 you lose 1 life.

Widgets — The Widget meter shows you how many lives Widget still has.

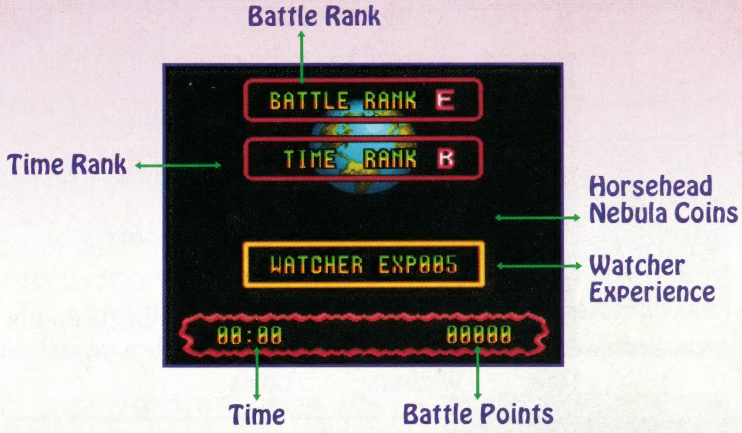
Coins — When Widget has collected 100 coins, he receives an extra life.

Battle Points — As Widget defeats enemies, the battle points increase.

Pause

Horsehead Nebula Coins — Each level has four Horsehead Nebula Coins. They increase experience points.

LEVEL END SCREEN



Battle Rank — The number of Battle Points Widget earns determines his Rank. The best Rank is A.

Time Rank — Widget's Time Rank is based on how long he was on the level. Again, A is best.

Horsehead Nebula Coins — This portion of the Level End Screen shows how many coins Widget picked up.

World Watcher Experience — The more World Watcher Experience points Widget earns, the better he becomes.

Time — This clock displays how long it took Widget to complete the level.

Battle Points — The Battle Points Widget earned while fighting on the level are shown here.

GALACTIC WONDERS

Widget Coins

If Widget can collect 100 of these coins, he will be given an extra life.

Super Widget Coin

The Super Widget Coin is worth twenty of the more common Widget Coins.

Horsehead Nebula Coin

Each of these coins will increase Widget's World Watcher Experience points.

Shield

This mighty shield protects Widget from enemy fire when he collects it.

Water Flower

To keep his cool in the Volcano, Widget must pick every Water Flower he sees.

Key

The keys unlock some of the electric doors.

Invincibility

Widget can fly, swim, or run without getting hurt.

TRANSFORM!

Various items will appear throughout the game that have the power to transform Widget into different Super Widgets. Each Super Widget has special powers and abilities that will be needed in certain areas. To change, Widget must pick up one of these items.

STRONG FORM

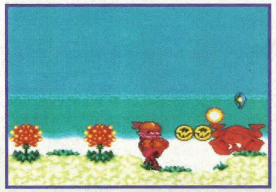
MIGHTY WIDGET

The Mighty Widget takes no prisoners! He is master of an incredible Super Punch that no enemy can resist.

SPEED/NORMAL

ROBO-WIDGET

This scientifically superior Widget has been programmed to shoot fire balls at inferior beings.



SPEED/NORMAL

SPECIAL FEATURE

In some places, Widget's path will be blocked by huge blocks that he can only move while in Strong Form.

LEG FORM

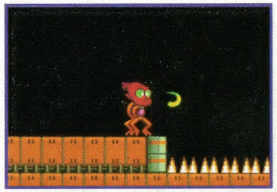
OSTRICH WIDGET

When he keeps his head out of the sand, Ostrich Widget can run and shoot missile feathers at his foes.

SPEED/FAST

SPIDER WIDGET

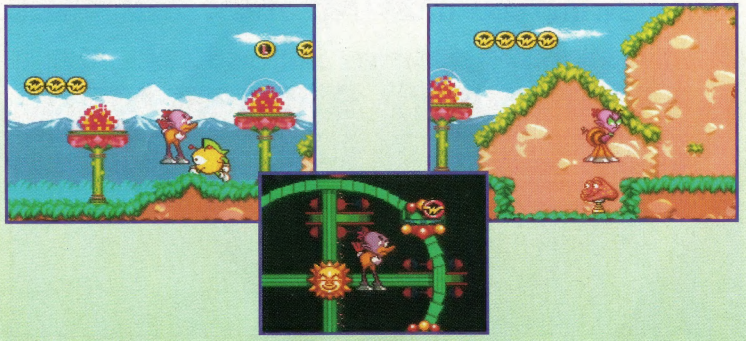
Spider Widget scuttles swiftly on his legs. He also spins a silky web that silently smothers enemies.



SPEED/FASTEST

SPECIAL FEATURE

This is the only form in which Widget can jump on his enemies to crush them. The stomp attack is simple and fatally effective.



MARINE FORM

CRAB WIDGET

With a click of his claws, Crab Widget can create a ball of air to suffocate careless underwater foes.

SPEED/FASTER IN WATER THAN ON LAND

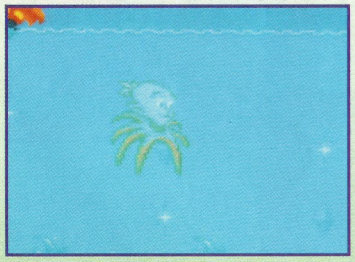
OCTO-WIDGET

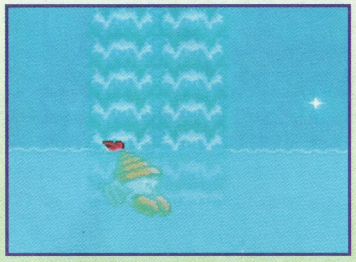
By whipping his tentacles, Octo Widget spins off whirlpools that suck down those who foolishly swim near.

SPEED/FASTER IN WATER THAN ON LAND

SPECIAL FEATURE

Guide Marine Form Widgets swiftly through the water with the Control Pad; you don't need to push any buttons. To make the other Widget forms swim, you must repeatedly push the B button.





FLYING FORM

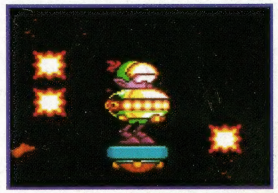
DRAGON WIDGET

With a roar from his raging throat, Dragon Widget hurls three flaming balls at his unwise and doomed enemies.

SPEED/NORMAL

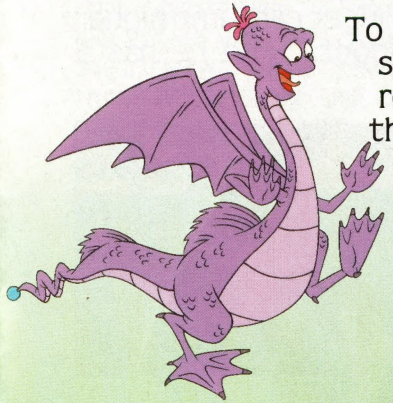
SAUCER WIDGET

This flying Widget twirls and whirls through the sky. His laser blasts flare out in a circular pattern.



SPEED/NORMAL

SPECIAL FEATURE



To send a Flying Form Widget soaring into the sky, you must repeatedly push B. Steer with the Control Pad.

KNIGHT FORM

KNIGHT WIDGET

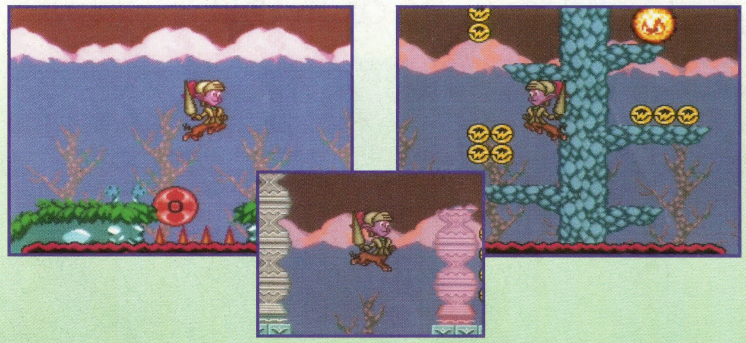
This most chivalrous, worthy Widget mightily casts his jousting poles truly and well at foul and vile foes.

CENTAUR WIDGET

From the days of myth leaps this dread Centaur, throwing magic jousting poles at all who dare challenge him.

SPECIAL FEATURE

In one of his Knight Forms, Widget can jump higher and farther than other Widgets. And he has a great throwing arm!



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